

**METHODS AND SYSTEMS FOR ESTABLISHING GAMES WITH
AUTOMATION USING VERBAL COMMUNICATION**

ABSTRACT

5 Methods and systems establish games with automation using verbal
communication for exchanges between the automated game and the one or more game
players. Game information data is converted into verbal information that is provided to
the individual. The individual provides verbal instruction which is received and
converted into the instruction data. The instruction data is applied to the current game to
10 update the current game status. Information data for the current game status is converted
to verbal information for the current game status which is provided to the individual. The
game may be implemented on a local device of the individual or may be network-based
and accessed remotely by the individual through verbal communication over a voice
connection. The voice connection may be of various forms such as a conventional voiced
15 call to a voice services node of a telephone network or a voice-over IP voiced call on a
data network.